

Achmet Ibn -Jagh puffed up the sand dune, limned in the eerie blue glow from behind him which was becoming more prominent as dusk fell. He was really getting too old for this kind of thing, he reflected. Still, the rumor that an ancient cache of functional firearms had been uncovered near the radioactive ruins of Tel Aviv had been too good to pass up. Thirty years after the Five Weeks War, the remnants of the Israelis and Palestinians were still slogging it out in the desert, though knives were now the primary weapon of both sides.

A hail of bullets and shouts from behind him sent him into a crouch. He was almost at the beach where the P.L.O. ornithopter awaited him. The rumors had been true, but the Zionists had gotten there first. Just a few more meters, he told his feet.

But what was this? The figure of his ancient nemesis, Ariel ben-Bova, loomed at the top of the dune! Ibn -Jagh tried desperately to evade, but the Jew lunged at him with his bayonet fixed, crying,

**"Die, Jagh!"**

(sorry about that!)

A Postal Diplomacy and Terrible Punning Venture

No. 4

Of Delays and Divorces

10 January 1983

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First and foremost, a massive apology is tendered for the delay in producing this issue. I really had hoped to start off this zine on a better foot, but as you will see, I have a rather good reason for not knowing quite where my head is at this time. Beki, my wife of 1½ years, has left me. Given the chaos engendered by that situation, it's really a wonder I've managed to get this thing out when I have. However, I have more or less pulled myself together now, so I don't anticipate any more delays on that account. Another thing is that I'm moving within the next 2-3 weeks, and I still don't know where. (but go ahead and send mail here-- it will be forwarded.)

Anyway, to matters diplomatic. Beki had already decided to resign from Bladensburg Game, so I will need a replacement for her in that ASAP. I also need volunteers to stand by for her positions in my other games, though she believes she will continue playing them (at least Hokie Game). Her address is now 320 Copley Ave., Waldorf, MD 20601 301-645-4299.

I still have openings in all the games I announced last issue: Gunboat Diplomacy, with no negotiation (I have at least 4 people signed up for this, so it will probably begin soon); Anarchy, with 34 players, 1 center each; Regular Diplomacy (only 1 signed up so far), and Science Fiction Diplomacy. I have decided that the latter will be Timesteps, which is included in Lew Pulsipher's SF and Fantasy Variant Packet. I'm postponing the Press Game until I get my Brinkmanship variant designed.

Chris Mattern also reports that no one has signed up for the openings he announced in his subzine: Empires of the Middle Ages and StarForce. (Hey, Rod Walker, why did you forget to list these under "Other Diplomatic Games" in Pontevedria?) If you're interested, obtain a copy of DIJAGH #1-2-3 from me, then write to Chris.

About that numbering system. It looks like I won't be able to come by a copy of Jim Foppin's satirical article for some time, so I won't be able to run it until I do. Therefore, though this issue is 18 pages, I am numbering it as a single issue (this makes up for lastish, a mere 26 pages, counting as a triple issue). Nextish will certainly be 12 pages or under; it will be a "winter builds" issue, and I'll be moving about that

time, so there may be little else but game reports in the issue.

As for the two contests I ran, I'm disappointed. Dave McCrumb is the only person who's entered the Rock Music Trivia Quiz, and, though I'd already decided to give him a consolation prize for the amusing song titles and groups he proposed, it would be depressing to award the real prize to someone who only got 1 out of 12 actually right. And several people entered the Mark Berch Scavenger Hunt, though no one found all of them. Apparently you didn't take me seriously when I said to search the zine very carefully. So I'm giving you another chance. The deadline for both contests is now the publication date of DIJAGH #6, which, if all goes well, should be in mid-February. Any budding Konrad Baumeisters out there, break out your ancient record collection and try to identify the weird and obscure cuts I printed last issue!

Oh yes-- DIJAGH is 55¢ per issue. Hence, the issue (#1-2-3) containing those quizzes is available to all you new chums who are reading this for the princely sum of \$1.65. I will arrange Mutual Subscription Credit with any non-warehouse zine (though it might be easier for me to arrange it with the publisher of such a zine). I'm very disappointed in the returns from last issue. I sent out about 12 sample copies to publishers, and some of them have plugged me, but I've received virtually no subscriptions. Still, the Diplomacy World and Diplomacy Digest plugs haven't appeared yet, so I continue to hope. Also, this issue (being lighter) is more suitable as a sample issue, so I'm now hitting all the pubbers who haven't already seen the first abomination in this sequence. It couldn't have been so bad that none of you wants to subscribe!

Anyway, I hope you will enjoy this issue's centerpiece, a study of ethics and playing styles in a Youngstown XII "school" game I ran. I've also got a few letters, though a bare trickle compared to what I'd like...

#### YE AULDE LETTER COLUMN

Brux Linsey:

I really enjoyed your first issue. "The Tunisian Opening" was hilarious. However, I don't read the science fiction parts, ((Why on Earth not? As I said last issue, the same factors-- principally, the maniacal creativity of the participants-- attract me to both Dipdom and SF fandom. You've certainly got a lot of that creativity. I think you ought to try it; else you're shutting yourself off from something you might really enjoy.))

The Revrund Anal Roberts, East Jesus, Missouri:

Your zine is disgusting. It is dripping with profanity and filth. Please sign me up as a lifetime subscriber...

Peter Taylor: ((No relation to me- a college friend now working for NASA))

I'm sorry to hear that Beki hasn't been able to find a job. Karen has been collecting rejection letters for what seems like an eternity, and still hasn't got a firm offer...Personally, I think she should major in economics. She's never heard of Adam Smith's "invisible hand." I'm having trouble putting up with her heckling, so I'll let her type.

...One of the best things about Houston, is that it has a lot of bugs. Did you know that you can save from 30 to 70 dollars by fixing your disk brakes yourself!!! WOW Peter fixed mine. He was pretty disgusted with me. I don't know ANYTHING about cars or tools. I didn't know what a C-clamp was, or calipers. I had the brake fluid and transmission fluid mixed up; I didn't even know how the jack worked. Consequently, Peter had to do all the work himself. Hmmm, maybe being ignorant has its advantages. ((Yes, I'm almost as ignorant on that subject as you, and Peter saved my bacon in Blacksburg when I had a loose belt. As I remarked at the time, I have better friends than I deserve.)) ((Continued on page 15))

"GROUNDHOG'S GAME" (1981II)

Spring 1907

Orthodox Diplomafee

AUSTRIA AND ITALY APPARENTLY DIS-ENGAGING; ENGLAND SUFFERS CONSEQUENCES

ENGLAND (T. Wulff): A Ber-Lvn, F Bal CON A Ber-Lvn, A Swe S A Lon-Nwy, A Lon-Nwy, F Nth CON A Lon-Nwy, A Mun-Ber/disl-(Bur, Ruh, Kie or disband).  
FRANCE (B. Taylor): NMR, see below. F Wal H.

GERMANY (CD): F Nwy H.

AUSTRIA-HUNGARY (Goltz): A Pie S A Tus, A Tus S A Pie, A Apu-Ven, A Tyo-Mun, A Boh S A Tyo-Mun, A Sil S A Pru-Ber, A Pru-Ber, A StP-Nwy, A Fin S A StP-Nwy, F Aeg H, A Alb-Gre, A Con-Bul, A Sev H.

ITALY (McCrum): F Mid-Natl, F Naf-Mid, F GoL-Wes, A Bre H, A Bur-Bel, A Hol S A Bur-Bel, A Mar H, A Rom-Apu, F Nap S A Rom-Apu, F Trn H, F Ank-Con, F Ion-Eas.

Due to various stupidities on my part, I didn't re-obtain the moves of the player whose orders I'd misplaced until just before the deadline, so I was unable to send out separate results as I'd planned. I'll get this game back into synch with the other games by hereby declaring that the Fall moves are due in 2 weeks (the same time as Winter builds are due in the other games), and I will then either combine Winter and Spring or mail out separate Winter adjudications after the next DIJAGH comes out.

Beki Taylor's miss was her first, I believe (not having the pre-DIJAGH records of this game accessible at the moment to check). Recall the rule which states that any player missing two consecutive or three non-consecutive non-Winter moves (without General Orders on file, that is; Beki did not have GO's on file) will be removed from his/her position in the game.

Still no press, though I suppose that's partly my fault this time.

"BLADENSBURG GAME" (1979KS)

Fall 1912

Straight Dippy

AUSTRIA DROPS OUT; WESTERN ALLIES GAIN

ENGLAND (Burke): A Lvn R-StP, A Gal R-Boh. F Nwg-Nth, "F Bar-Nor"/ambiguous, F Ska-Den, A StP S A Mos, A Mos S F Pru-Lvn, F Pru-Lvn, A Boh-Sil.

FRANCE (McCrum): F Smy-Con, F Tun-Ion, F Nap S F Tun-Ion, F Trn S F Nap, F Rom H, F GoL-Wes, A Bel H, A Kie S A Ber, A Mun S A Ber, A Ber S A Mun, A Pie-Ven, A Tus S A Pie-Ven.

AUSTRIA-HUNGARY (B. Taylor): NMR, see below. A War H, A Lvn H/ANN, F Ion H/disl-(Eas, Aeg, Alb or disband), F Gre H, F Adr H, F Apu H, A Ven H/ANN, A Tyo H, A Tri H, A Sil H, A Rum H, A Gal H, A Ukr H.

Beki Taylor failed to submit moves (and had no GO's on file), and wishes to resign her position. I need someone to take over immediately (send your letter of acceptance ASAP, with retreats and Winter adjustments). Chris Mattern, how about you? (I'll take the first letter I receive!)

1912 SC CHART:

ENGLAND: Lon Lpl Edi Den Nwy Swe StP Mos.....7/8 Builds 1  
FRANCE: Par Mar Bre Spa Por Bel Hol Kie Mun Ber Tun Rom Nap

Con Ven.....12/15 Builds 3

AUSTRIA-HUNGARY: Vie Tri Bud Ser Bul Gre Rum Sev War Ven ØØØ  
ØØØ Ank Smy.....11 or 12/11 R. 1 cr Con.

\* \* \* \* \*

Ho hum. I don't want to start typing another adjudication at the bottom of a page, so I'll just pass on this gem from the pen of Lloyd Penn:

Why did the immortal buy up all of the Florida swamp land?

So he would be able to sell all the oil that would form.

## RUSSIA REAPS, FRANCE FOLDS; SPAIN FALLS TO ITALO-TURCO-AMERICAN THRUST!

ENGLAND (Dorsey): F Nwy S RUSSIAN F Den-Swe, F Nth-Den, F Iri S F Lon-Eng, F Lon-Eng, F Car-Pan.

FRANCE (McCrumb): F ~~✓✓~~ disbands. A Bel-Hol, A Pic-Bel, F MATl-Spa (sc)/ disl, A Alg S F MATl-Spa (sc), F Bre H, A Cas-Sah, A Leo-Gab, F GoG S A Leo-Gab, A Ike-Kot, F SATl-Mag, A Mau H/UNO, F CVd H/UNO, F CBr H/UNO, F Rio H/UNO.

GERMANY (Mattern): F Ska-Den, F Swe S F Ska-Den/disl-(Ska, Bal, Bth, Fin or disband), A Kie S F Ska-Den, A Ber-Pos, A Sax-Boh, A Vna-Gal/ANN, F Gor Attempts to Scuttle. (A ~~Kin~~ disbands.)

INDIA (Naylor): NMR, see below. A ~~✓✓~~ disbands. A Snd H, A Clt H/disl- (Brm, Dec, Mdr or disband), A Tib H, A Kan H, F Ara H.

ITALY (Burke): A Pie-Mar, A Ven-Tyo, A Tri S A Ven-Tyo, A Sud S A Ken, A Ken S A Sud, F Ade-Yem, F Som H, F Red-Ade, F Lyo S TURKISH F WMed-Spa (sc), F Tyn-Tun, F Ion-Tun, A Lib-Nig.

JAPAN (Wulff): A Vtm-Lao, A Hir-Hok, A Hok-Kar, F NPac S F EChi-Jap, F EChi-Jap, F Ctn-EChi, F Tha (wc)-And, F Ton-Ctn, F Sai-SChi, F Cam-Tha (ec), F Joh-Tha (wc), F WInd Circles, F EInd-Bay.

RUSSIA (Lowman): A StP-Lvn, F Den-Swe, A Bud S A Gal-Vna, A Clu S A Gal-Vna, A Gal-Vna, A Sil-Sax, A Sev S A Rum/disl-(Mos, Ukr or disband), A Rum S A Sev/disl-(Ukr, Gal or disband), A Skg-Kan, A Han-Kan, F Kor-Man, A Nep-Clt, A Del S A Nep-Clt, A Afg-Ira. (A ~~✓✓~~ disbands.)

TRANSVAAL (B. Taylor): A Lun-Ang, F Moz H, F CFr S A Kin-Leo, A Kin-Leo, A Zem-Ike, A Bas S A Zem-Ike, A Loz-Lun, A Kat-Kin, A Dar H.

TURKEY (Maltz): A Ser S A Bul-Rum, A Bul-Rum, A Arm-Sev, A Syr-Jor, A Ira-Tur, A Bag-Ira, F Bla S A Arm-Sev, F WMed-Spa (sc), F Aeg-EMed.

UNITED STATES (Bongard): F ~~✓✓~~ R-Gas, F ~~✓✓~~ R-Azo. F Gas S TURKISH F WMed-Spa (sc), F Sar S F MATl-MATl, F MATl-MATl, F Guy-Bra, F Arg-SAtl, F Azo S F Arg-SAtl, A Nfk H, F Cnr H/UNO.

Four French units were listed as UNO because he wrote orders for every contingency except a retreat to Azo (which was the first retreat option I listed last turn); the UNO American unit was simply that, unordered. The French fleet dislodged from Mid-Atlantic must retreat to Por, Cas

Warren Naylor's NMR was his first or second (I don't have my pre-DIJAGH records handy to check), and he had no General Orders on file. Recall the rule which states that two consecutive or three non-consecutive Spring or Fall moves missed without GO's on file will result in removal from the game.

## 1907 SC CHART:

ENGLAND: Lon Lpl Edi Ire Gua Nwy.....5/6 Builds 1

FRANCE: Par ~~✓✓~~ Bre Cas ~~✓✓~~ Kot Sen Ivo Gol Gab ~~✓✓~~ ~~✓✓~~ Por Bel ~~✓✓~~ Lag Hol.....13 or 14/12 Rem. 1-2

GERMANY: Kie Mun Ber Pos ~~✓✓~~ ~~✓✓~~ ~~✓✓~~ Den 5 or 6/5 Con. or Rem. 1

INDIA: ~~✓✓~~ Mdr ~~✓✓~~ Brm Tha Cey.....4 or 5/4 Con. or R. 1

ITALY: Rom Ven Nap Mog Eth Cyr Tri Egy Yem Sud Ken Mgs Mar Nig 12/14 Builds 2

JAPAN: Tok Kyo Osa Aus Ctn Phi For Bor Jav Joh Sai Vtm Kar Cam 13/14 Builds 1

RUSSIA: Mos War StP Oms Vla ~~✓✓~~ ~~✓✓~~ Bud Clu Vna Han Kor Pek Skg ~~✓✓~~ Out Man Swe Clt Del.....12-14/17 Builds 3-5

TRANSVAAL: Pre Dur Ngu Ngo Kat Iun Loz Bas Dar Ieo 9/10 Builds 1

TURKEY: Con Ank Smy Bag Bul Ser Gre Ira Tun Spa Rum Sev 9/12 Builds 3

UNITED STATES: New Nfk San Guy Arg Per Haw Mex Cub...8/9 Builds 1

5  
\*\*\*\*PRESS\*\*\*

Vienna, Sept. 9 (GIBLET)--The beleaguered 5th Army stationed in southwestern Austria still holds out against the vast Russian armies, who are still mostly concerned with the menacing Turks to the south.

Hopes here have risen with each passing week that leaves our troops in the possession of this highly productive area. And hopes have risen even further in this imperial city with the unexpected arrival of reinforcements.

Five days ago, a full corps of Austrian infantry with attached artillery and cavalry wandered into the German occupied zone from the mountains of Tyrolia. They had evidently never disbanded when the Austrian government collapsed and took to banditry to support themselves when supplies ran out. This corps (the XIIth corps of the Imperial-and-Royal Army, to be exact) had finally heard rumors of the plight of the 5th, and decided that of all the nations still fighting Germany deserved their loyalty most (and that they were tired of the short rations they had been eating).

The XIIth K-U-K corps has been incorporated in the German 5th army (the high compatibility of Austrian and German armaments has facilitated this), and has been placed on the Galician frontier. The corps will spearhead a fresh counter-offensive on the Russian positions in the Carpathian Mountains there in a few days.

Port Stanley, September 13th: The Rising Sun battle standard fluttered in the rising onshore breeze. "I claim this land, henceforth and forevermore, in the name of His Imperial Majesty, the Emperor of Greater Nippon," said the ranking officer. "Now that we have planted the honorable flag, let's quickly depart in a dignified manner. I don't like those ship silhouettes on the horizon. It looks like the Americans and the French are having it out again."

Once inside the Ohn-Lak-Lee, they submerged and began observing the different fleets from the periscope. "Commander Sakai, sir," asked a junior officer, "why did we leave the flag on shore?"

"Simple, Iketani. When they finish fighting each other over all these rocks and penguins, the winner will find out we were here first." An evil smile spread slowly across Sakai's face. "They'll be worried sick when they start wondering how a Japanese fleet made it all the way to the Falklands."

New York Daily News, November 3d, 1909: "Reports drifting in from the South Atlantic indicate that there are strange goings-on on the Falkland Islands. It is now summer in the South Atlantic, and the French naval commanders in the area are reportedly using the islands as a source of recreation for their sailors, who are inactive despite the presence of nearby American naval forces. Since the islands only have about 750 inhabitants, and are nearly tree-less, opportunities are nearly non-existent. However, several French warships are beginning to smell rather oddly, and some islanders report a decline in the number of sheep in their herds. This reporter scarcely knows what to make of all this...."

\*FIN\*

SILVER SPRING (GOD): Bill Wulff has a Change of Address, effective immediately, to 6551 Columbia Pike, Annandale, VA 22003 703-256-1687.

## WOPS STAY IN MOROCCO; TURKS WIPED OUT; LIMEYS TAKING A BEATING

ENGLAND (McCrumb): F Kar R-Sak, F ~~Phi~~ disbands. F Mid-Eng, F Iri-NAtl, A Hol-Ruh, A Bel S A Hol-Ruh, A Den-Ber, F Bal CON A Den-Ber, A StP H, A Nwy S A StP, F Nrg-Bar, F Nth H, F Bth-Swe, F Cam-Sai, F Sia-Bor, F EChi-SChi, F Phi S F Cel, F SPac-NPac/disl-(Fuj, Osa, EChi, MATL OBB or disband), F Cel S F Sia-Bor, F Sak-Kar, F Jap S F Sak-Kar.

FRANCE (B. Taylor): NMR, see below. F Ann H, F Por H, A Bre H, A Far H, A Spa H, A Bgy H.

GERMANY (CD): A Mun H.

INDIA (B. Wulff): A Pek H/UNO, A Man S RUSSIAN A Kor, A Ctn H/UNO, F Tok S F SATl OBB-SPac, A Lao-Cam, A Tha S A Lao-Cam, F And-Joh, F Mal-Bor, F Jav S F Tim-Cel, F Tim-Cel, F Elhd-Tim, F Wind-WInd OBB, F Mdr-WInd, F SATl OBB-SPac, A Jor H/UNO.

ITALY (Krebs): F Mor H, A Tyo S A Tri-Vna, A Tri-Vna, A Ven-Tri, F Ion-Tyn, F EMed-Egy (nc), F Pen S F EMed-Egy(nc), F Syr-Jor, F Aeg-EMed, F Bud (sc) Aeg/NSU/imp, F Bul (sc) H/UNO, A Con H, F Adr-Ion.

RUSSIA (Bongard): A ~~Phi~~ not given explicit retreat order; disbands. A Kor H, F Vla-Jap, F Kar H, F NPac S F Kar, F Ank H, A Vna-Bud, A Sil-Sax, A Pos-Ber, A War-Pru, A Oms-StP/NSU, A Mos S A Oms-StP/NSU, F Bar S A Oms-StP/NSO.

TURKEY (Penn): F Egy (nc) H/disl-(Suez or disband, not that it matters...)

I warned you people that implied orders and retreats would not be allowed. All units must be ordered separately, and all retreat orders must be written explicitly; the fact that you ordered the unit to move doesn't mean it retreated there unless you said so separately. In answer to some map questions: Suez borders EMed, Red and both coasts of Egypt; it in no way inhibits movement from a coast of Egypt to the corresponding coast of Jordan (or army movement between the two provinces). Egy and Suez are separate spaces. Also, Piedmont borders Tyrolia but not Trieste; Venice borders Piedmont, Tyrolia and Trieste (plus other stuff to the south).

## 1909 SC CHART:

CHINA: <del>Phi</del> .....	0/0	OUT.
ENGLAND: Lon Lpl Edi Ire <del>Phi</del> Bel Nwy StP Den Swe Hol <del>Kar</del>		
Phi For <del>Phi</del> Sai <del>Jav</del> Kie Kyo Osa <del>Phi</del> Ber 18-19/17 R. 1-2		
FRANCE: Par Mar <u>Bre</u> Spa Por Vtm <del>Mor</del> .....	6/6	Constant
GERMANY: <del>Phi</del> Mun.....	1/1	Constant
INDIA: Del Mdr Clt Cey Ira Brm Bag Joh <u>Tha</u> <u>Cam</u> Pek Han <u>Ctn</u>		
Tok <u>Jav</u> Yem Bor Man Skg. Out.....	15/20	Builds 5
ITALY: Rom Nap Ven Mog Eth Egy <u>Pen</u> Smy Con Bul Tri Tun Gre <u>Mor</u>		
	12/14	Builds 2
RUSSIA: Mos War <del>Phi</del> Oms Sev Vla Rum Clu Vna <u>Bud</u> Ank Ser Kor		
Kar Pos.....	11/14	Builds 3
TURKEY: <del>Bud</del> <del>Phi</del> .....	1 or 0/0	OUT.

I don't have my copy of last year's SC chart here at the moment, so I'm not entirely sure who owned what last year. PLEEEEZE check over the above chart, compare it to last year's, and tell me of any mistakes ASAP.

## PRESS:

Aboard A Turkish Ship On Egypt's North Coast...The man known as Pasha Penn concentrated as he regarded the card he held. "Yes, Random, I think that I'll come home now. This shadow is beginning to bore me and the little country that I've been playing with is about to go under. I even tried introducing some advanced technology from another shadow here but the position that the country was in was already too far gone. What? Yes, I've

made arrangements for any units that might survive to have leadership, although I'm currently with the last fleet and I don't think it will last long. So if you would be so kind?" Just then, the admiral of the fleet rushed in gasping, "Sir, quick..." He stopped and gaped as he saw 'Pasha Penn' become two-dimensional and just fade away with a rainbowlike accompaniment....

SILVER SPRING (GOD): See bottom of page 5 for Bill Wulff's new address. Also, there was another press release which will appear next turn.

IMP, Moscow, 17 September 1909: "Official reports from Imperial armies operating on the Western Front report the collapse of all organized German resistance. Imperial forces are moving forward so rapidly that their supplies are hard-pressed to keep up with them. Several squadrons of air-ships have been pressed into service to supply the leading spearheads of Brusilov's 5th army in Silesia. The only notable resistance has come from a few small British Royal Marine garrisons on the Baltic coast at Stettin, Gdynia, and Kolberg.

Somewhere in Austria, October 1909:

"What do you mean, they've had three presidents in the past week?"

"Well, Your Excellency, it seems that the average term in office for the chief executives of the Hungarian Republic is about two-and-one-half days."

"God and St. Cyril! Bloody Magyars can't do ANYthing right. Lost the war and now this."

"Well, sir, it's not entirely their fault. The Okhrana reports that renegade Turks are operating in the city also."

"Bah! Then this mummery has lasted too long already. Tell Prince Colonel Ivanov I want his fancy-pants Preobrazhenski regiment on the road in twelve hours. And the same thing for General Baron Hunyadi's Rumanian levies!"

Tokyo, October 5th, 1909: "See if you can talk to him, Hathi. The admiral is just steaming. He wants to lead some more attacks, against Osaka or Nagasaki, maybe. He's furious at that English South Pacific fleet that's keeping us pinned here. Some of us are afraid that he'll pull a Burns."

"Ahsti always seemed sane to me," commented the Colonel.

There was a thump and a ripping sound that repeated itself twice. A dartboard tore broadside through the paper wall in front of Hathi. It tapped his knees, then fell at his feet, a crossbow bolt sticking out of the bullseye.

"The Shiva-damned walls," announced Ahsti ominously from three rooms away, "are unadulterated junk! How the hells can I practice my arbalest?"

Hathi looked at the aide. "I'll see him right away." He stooped and called through the hole, "I'm coming in, Nana. Please don't shoot."

General Order #73, 2nd Siam Army- Burns commanding, 17 November: All units will resume the movement on Cambodia. We have support and they don't. If we are spirited, nothing can possibly go wrong. -Burns

VITRO GAME 4 (YOUNGSTOWN XII): A STUDY IN ETHICS AND PLAYING STYLES  
by Glen Taylor (except as otherwise noted)

At Vitro Laboratories, where I work, a number of games have been run in a format which is a sort of hybrid of face-to-face and phone play; often called in the hobby "school" games because they tend to occur in high schools or colleges. The format involves 1-3 moves per week (2 in our case), and most or all of the players working or attending classes at an institution, so face-to-face meetings are easy to set up. I find that one of these games in particular, which I ran, affords some fascinating insights into the types of personalities in our hobby (though none of the players had postal experience, several have since entered my DIJAGH games as replacements) and into a problem of player-GM ethics which, though not peculiar to this format of play, possesses some interesting subtleties therein.

Without further ado, I shall present my own end-game statement and summation of play, a paraphrase of my statement regarding the attempted deception of the GM that occurred, and statements from the two players who probably had the most influence on the game. Note that the players' statements were written in the order presented; that is, each was to some extent a response or rebuttal to the previous statements, which the given author had already seen. Another interesting note is that, to fill the last remaining spot in the game, I had to recruit a player who did not work at Vitro but was (sometimes) accessible by phone: my wife Beki. (I had asked all the other players if there might be any objection or hint of possible GM bias if she were a player, and no one objected.) She commented afterward that she felt left out by not being able to meet the other players readily (or at all), though she also (like me) tends to be diplomatically lazy in any format other than face-to-face. At any rate:

#### GM's Commentary:

Game 4 was the first variant (Youngstown Variant XII) of the Vitro games; it was also the first with a prize fund (\$5 per player or a total of \$60, to be split 40-20 between the winner and second place). The early portion of the game was characterized by intensive diplomacy and cloak-and-dagger work, and heavily influenced by the personality of Richard Maltz (England). A fiercely competent player and negotiator, Maltz lined up an alliance that, although initially of inferior strength, rapidly approached parity with the opposing alliance which grew up to face him. After orchestrating the rapid Franco-Austrian conquest of Italy, Maltz obtained the close cooperation of the Italian remnants in the Mediterranean and East Africa. Italy was forced to go along, for his own survival, and even began rebuilding his strength.

Meanwhile, a powerful Asian alliance of Russia-Turkey-India-China developed, at least partly with the intent of countering Maltz's faction of England-Austria-France-Japan. (China had induced Russia to stab Japan in Spring 1902, and since Japan didn't bother to make her S02 moves contingent on the Russian and Chinese builds of 01, she zipped (attempting a stab of America) while everyone else zagged- into her vitals. What little power she had left was used to aid Maltz until her elimination, which, bizarrely, did not occur until after a 5-year period when Japan owned Australia but had had her last unit annihilated!!) India pursued an extremely successful campaign in Italian East Africa, which, even with his fantastically good guesswork, would have been a severe overextension had he not been firmly allied with all his other neighbors. In the Atlantic and New World, aggressive Anglo-French behavior pushed America into the opposing alliance, while Germany and Transvaal also threw in their weights in both Europe and Africa against Maltz & Co. Yet the latter powers continued to gain, aided by NMR's by their enemies and the events of S03: France wavered under intense diplomatic pressure and almost switched sides, but at the last minute stuck with England and convoyed into Norfolk! America, partly at Russia's urging, had trusted France and not even guarded her home center-- which was foolish, with a French fleet hanging off the coast, since a single fleet move could have blocked the stab. The English holdings in the South Pacific alone were in trouble, but everywhere else, Maltz & Co. were holding or gaining (Turkey and Germany were increasingly hard pressed). Maltz, it seemed, was on a roll.

However, in F05, the Asian Alliance once again tried to subvert France-- and this time succeeded! France gained big initially, but so did the Asians. Turkey and Germany were reprimed, though Germany was quickly turned upon by his erstwhile allies Russia, Transvaal and India, and died rapidly. Maltz tried to foment dissension among his enemies, but this caused them only to lead him on while continuing their single-minded drive against him, even after he was no longer a threat to them. Meanwhile, the Russians and Turks steamrolled through central Europe and kept right on going into French-held

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territory. China slowly conquered North America from the French (and built the Panama Canal that the Americans, now dead, had never been given leisure to construct), and the era of Russian and Chinese convoys across the Pacific began. England enjoyed a brief respite when he threw in with Russia against France, but was then swatted like a fly. India stabbed Transvaal by sneaking into Madagascar, the latter's build center (which he had purposely left open so he could build there, naively expecting India to continue leaving him alone although he was the only possible target other than one of India's established allies). This war between two equal powers in a congested area near the edge of the board dragged on for years, with lots of blood spilled (no fewer than 4 fleets were annihilated in the Mozambique Channel) but little ground gained.

Incredibly, at this point the 4-way Asian alliance still held together against France and Transvaal, though they already had at least a 2/3 majority of units! France continued collapsing, and the tide was finally turned against Transvaal by convoys like Canton to Namibia. There was talk of a 4-way draw. The only way the endgame could get interesting would be a major split among the four behemoths.

Turkey (John Dawson) tried his best to bring this about. He stabbed Russia on the one turn when Dorsey (Russia), lulled by long years of peace in the south, didn't even bother ordering defensive supports. However, the promised Chinese support for the stab failed to materialize. I understand that the story behind this is that China (Newman) spent hours dithering in an agony of indecision- and was severely reprimanded by his boss for spending too much time with Diplomacy maps on his desk! So, since he could no longer afford to take the time to write orders, he delegated this-- TO DORSEY!!! This spelled T.H.E. E.N.D. for Turkey, and a very boring endgame for the GM (especially since India (Warren Naylor), also short on time, delegated many of his orders to Dorsey as well!) I'd hoped for better, but at least Turkey's giving up and ceasing to submit orders hastened the process. Out of sheer magnanimity, Dorsey allowed France, Transvaal and Turkey to survive the game. He finished first, with India second (with 1 more center than China).

Rick Dorsey's win was well-deserved. Condolences to Maltz, who deserved better than he got; deepest anger and resentment to the unknown perpetrator of the bogus Indian orders; and some laughs for the Turks, who kept trying and trying to occupy Sudan, but never succeeded. Thanks to all for an interesting experience!

((OK, some explanations now. I found that in this format of play it was necessary to allow players to delegate the power to write their orders to others (whether the others were in the game or not), since people do get sick, miss work, go on vacation or business trips, etc. I treated the information of who was writing orders for whom as public so that people couldn't give others the run-around: "You should be talking to X; he's writing my orders," with X then sending you to Y, etc. (I did allow those delegated to delegate others if they were unable to get orders to me, with no theoretical limit on this, except of course that if someone higher up the chain changed his mind, that would supersede anything anyone lower down did.) This system seemed at least as suitable for "school" games as the various standby systems are for postal play.

((Well, in Fall 04, Warren Naylor (India) had delegated his orders to Rick Dorsey (Russia). Barely before the deadline, I found an Inter-Office Mail envelope on my desk with Indian orders in it, unsigned and in no handwriting I recognized (something I'm usually very good at). This, combined with the fact that no one had ever submitted orders before by Inter-Office Mail (though I'd never forbidden it) and that the later set of orders was strongly pro-British and pro-Italian, representing a radical shift in Indian policy, made me very suspicious, so I raced after Warren, who was leaving for lunch and was in a hurry. I told him this second set of orders had arrived and asked him if they were legitimate. He didn't bother to look

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at them, but stated that they were valid, assuming Dorsey had written them. After I did the adjudications, it was discovered that neither Dorsey nor Naylor, but someone unknown, had written them. I was very angry, since I had been deceived and a player had been wronged; and there was a hell of a yell from the anti-Maltzian players (the majority), which was certainly understandable. However, after considering the issues, I rendered my verdict: the orders would stand, because and only because Warren had endorsed them. He did so blindly, but that was his fault; he had a chance to look at them and failed to do so. I also took measures to prevent a recurrence: making Inter-Office Mail an illegal format for submitting orders, and ruling that any set of orders left on my desk in my absence would be checked on by me. Maltz tried, with partial success, to convince me and the other players that he hadn't written them, and whoeyer had done so certainly could not have expected such a chancy scheme to work, but would really be trying to discredit Maltz or his allies by making it appear that one of them had attempted such a ploy. The truth came out, however, after the game ended... Continue reading!!!

#### Evaluation of Players in Vitro Game #4 by Richard Maltz

1. Rick Dorsey- Russia- a truly fine player. A little conservative, very frank and trustworthy-- started the game quite paranoid about me but seemed to get over it just after it would have helped ((whom??)).
2. Warren Naylor- India- a competent player. Rather unambitious and vague-- very lucky in this game to have been surrounded by people scared of me.
3. John Dawson- Turkey- the most bullshit I have ever seen emanate from one person.
4. John Newman- China- a compulsive liar possessed of a heretofore irrational dread of me.
5. John Horton- Transvaal- a competent player who made the wrong bets- failed to take German possessions early due to "friendship" ((though he swallowed them up later, after having eliminated the Maltzians as a threat, so actually he used his probably accurate appraisal of the German player as a way to have his ally and eat him later))-- failed to see inevitability of conflict with India-- failed to ally with England while it might still do him good.
6. Billy Doss- France- weak. He flinched and gave up his shot at victory-- failed to see inevitability of conflict with Russia/Turkey.
7. Keith Evans- USA- In this game, untrustworthy-- picked wrong enemies.
8. Beki Taylor- Japan- didn't stay in long enough for me to evaluate.
9. Carl Burke- Italy- a trustworthy ally requiring careful coordination.
10. Steve Barchers- Germany- Gonzo Diplomacy- totally irrational.
11. Richard Yarcheck- Austria-Hungary- An inexperienced player who was to me a reliable ally and to others an annoyance.
12. Richard Maltz- England- The state of the art in Diplomacy players. In this game-- enormously supportive of allies, ambitious without being aggressive and very trustworthy; qualities unappreciated by most.

#### VITRO GAME 4 SUMMARY by Rick Dorsey

Richard Maltz's "Evaluation of Players" is a symptom of the type of personality conflicts which destroyed some of the fun of this game. Personalities crop up in any multi-player competitive game (just like in real world politics), but Game 4 had more than its share. I believe in playing the Power and the "situation" with only small regard for personality of opposing players. Naturally, it is difficult to ally with an offensive personality, or someone who has blatantly lied to you in prior games/moves. In many cases, the personalities of allies were used by enemies to try to break up alliances. Rarely worked. Following is my summary of the game as I saw it.

Russia developed good alliances in S01 to defend borders. Part of two

big alliances: G-R-T-In and R-In-C. Non-aggression with E-AH-J-U. Objectives were to gobble as many free SC's as possible, attack ENG solely to keep ENG from combining with FRA to attack GER, and (within 3 years) attack A-H. Uncertain about whether to attack JAP or US. NOTE: Deciding factors: If ENG-FRA had been willing to attack GER right away, and especially if TUR had not refused to consider alliance without GER tied in, would have joined with ENG-FRA to attack GER. Almost considered it even without TUR alliance, since IND was willing to join in attack on TUR. TURK division of world and principles of cooperation compared to ENG division of world and inability to provide support where needed made difference. ENG demanded that RUS attack GER and CHI and defend against TUR without appreciable support. ENG darkly hinted at GER-TUR plans for conquest of RUS while TURK offered support, convoys, etc. TUR stated that ENG was insisting that GER-TURK attack RUS at same time that I knew that ENG was insisting that RUS attack GER. ENG coffin lid was nailed by FRA assertion that ENG was instigator of "get RUSSIA plot." RUSS also contacted ITA & TRA to look for possible mutual enemies/allies, etc. (Little accomplished.) Did not want CHI-RUS alliance known or feared, so proposed fake attacks, SC exchanges, etc., but negotiations fell through as CHI insisted on open alliance. S01, CHI insisted that RUS move Vla-Jap, solely to prevent JAPAN from being in position to take Karafuto in F01. Not intended as open hostility or to permanently keep JAPAN out of Japan Sea or Kar. Between F & W01 the decision was made to actively attack JAP & ENG. The deciding factor was not CHI or GER, but TURKEY! Why? Because RUS wished to expand into AUS holdings, but needed and could not get support from GER & TURK. With nowhere else to go, and guaranteed support from CHI, builds were used against JAP and ENG and downfall of JAP began. Large-scale annoyance with GER also began with refusal to support against AUS.

After first year RUS had 4 allies: C-In-Tu-G, 4 non-concerns: U-Tr-It-Pr and 3 enemies: J-E-A. Efforts (fairly successful) were made to keep large nature of alliances secret. In next few years, CHI-RUS anti-JAP did well, thanks greatly to unexpected help from US. US, afraid of ENG-FRA-JAP, turned to RUS for help. Due to brilliant delaying tactics by ENG-JAP, RUS help for America arrived to little, too late: RUSSIA's greatest disappointment/failure of game 4! (French false promise to stab ENG in S03 contributed significantly to downfall of US.)

1901 Significant Event: French move Ann-Sai rather than Ann-Vtm. Result CHI got 3 builds (max) and FRA covered up vitally important build center. Course of game in SE Asia and JAP hinged (partly) on this move. Strong diplomacy between CHI-ENG-RUS to pull ((spook)) FRA into Sai (CHI-RUS) or Vtm (by ENG). While not considering FRA an enemy, strong alliance of RUS with CHI-IND required FRA (& ENG) to be removed or neutralized in SE Asia. Meanwhile, it did not become evident for many years (till "Bogus orders," in fact), but ENG was making very strong diplomatic efforts to tie up IND resources in Africa instead of use in SE Asia.

RUS willingness to participate in German dismantling after 05 was guaranteed by GERM insistence on taking SWE (and build) away from RUS so GERM could build in Kiel. Instead, GERM built in Dar-es-Salaam, left himself open to FRA-AUS-ENG attack, and was unable to help RUS or TURK in Europe. In my opinion, GERM very nearly sabotaged alliance with this move and refusal to divide up neutral African SC's evenly between GER-TURK-IND. I would surmise that Steve Barchers could not/would not trust his European allies (RUS-TURK) so he attempted to establish African empire solely for trust in TRA.

The "Grand Alliance" of RUS-IND-CHI-GER-TUR-TRA-USA proved itself all brawn and little brain as the "Maltzian Empire" made steady gains. Contrary to popular opinion, the "grand alliance" did not exist until ENG-FRA-AUS-ITA-JAP became overwhelmingly powerful about 03 or 04. The "Grand Alliance" was guilty of NMR's, lack of coordination and greed. But one thing we had was independence. I helped everyone in alliance with opinions and moves,

but I probably took more suggestions than I gave. The "Maltzian Empire" benefitted from "very close coordination." In other words, Maltz "said," and his allies "did" precisely as they were commanded! The Grand Alliance had many terrific individual strategists, but we finally began to be better coordinated about '05. We started making major gains. Africa was 2/3 ours, Europe and New World were only strong Maltzian areas, but these were slowly falling to overwhelming numbers of RUSS tanks and fleets ((I disagree strongly-- Maltz and his allies were gaining against Germany and Turkey, and the American remnants; they reached California on the turn the alliance fell apart)). Asia was totally ours. ENG-FRA-AUS-ITA was a sinking ship ((Once again, I disagree; they had half the supply centers and were gaining in some theaters)); France "jumped off." Even though RUSS-TURK eventually turned on him, I believe FRA extended his survival and came very close to sharing in RUSS victory by attacking ENG. ((How? Were there agreements of this nature between FRA and RUS or TUR? FRA says no, he had no firm commitment that the two would not immediately turn on him, yet he still considers that his stab was an acceptable risk that just happened to go sour. I am perplexed.)) Maltz proved himself a very immature player at this point with his whining/moaning about FRA's desertion. For at least four moves prior to FRA move, ENG diplomatic efforts were extremely strong to convince RUSS to desert "grand alliance." When TURK succeeded with FRA where ENG failed with RUS, Maltz just couldn't accept that someone could do to him what he was trying to do to them. I might add that RUSS had nothing whatsoever to do with FRA's desertion! RUSS was still steaming about FRA false promise of '03 to stab and had not even discussed game except in passing with FRA during interim.

The bogus orders got RUSS extremely angry at the time, but that wound is healed. Looking back, I probably overreacted and am sorry. The orders helped ENG strategically, but I do not believe it galvanized anti-Maltzism any more than what already existed.

**RUSSIA:** Maybe not "the state of the art," but good nonetheless. Places too much value on honesty and morality. Poor long-term planner.

**INDIA:** Good when it gets around to making coordinated moves, but JAP's too much. Very honest, good ally. Has trouble being deceptive, and saying no to Maltz.

**CHINA:** Great strategist. Very good to allies, very dishonest and deceitful to enemies. Little too anti-Maltzian.

**TURKEY:** Great diplomat, little too tentative with strategy. Could talk a pig into giving up his slops.

**TRANSVAAL:** Good strategist. Little too tentative at start of this game. Building fleets early was great tactical move.

**FRANCE:** Too easily persuaded. Good tactician. Good to allies, bad to enemies. Allows himself to be pushed just so far, then fights back. Poor long-term planner.

**ENGLAND:** Terrific strategist, great talker. Terrible reputation (richly deserved). Lies with a perfectly straight face. Correction: Does not lie! (Has own special way of interpreting facts). Good long-term planner.

**GERMANY:** Greedy, difficult to work with. (But honest). Good tactician, but tends to coordinate poorly.

**USA:** Position was doomed from start with powerful ENG-FRA-JAP having designs on New World. Quick, sudden alliance with RUSS was unexpected by RUSS at time, but makes sense with hindsight. Good, fairly honest player, rather poor alliances this game.

**JAPAN:** Brilliant player. Surprise move (in W01 by RUSS-CHI) only thing that stopped her from great power. Good moves from weak position.

((Maltz takes some of the credit for the moves- justifiably, I think.))

**ITALY:** Have difficulty seeing what his beginning game strategy was...((He didn't really have one!)) Helping FRA-AUS after they took his homeland SEEMED bizarre, at time, but he didn't have much choice from opening

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move this game. Good, honest player.  
AUSTRIA-HUNGARY: Would play (probably lose) 1000 FTF one-on-ones with Maltz before playing with this guy. Strange. Very extremely annoying.

#### GAME 4 SUMMARY BY RICHARD MALTZ (again):

As soon as the countries were assigned, I went to Billy Doss (France). I saw that we could be of great help or great hindrance to one another because of the proximity of our colonial empires, but was apprehensive about my prospects for an alliance with him since he had attacked me in a previous game and I had been forced to wipe him out. I was surprised and pleased when he agreed to a game-long non-aggression pact and alliance. Also in the pre-S01 negotiation period, I received an invitation to a meeting of the "Central European Union", to include me, France, Austria, Germany and Turkey, from John Dawson (Turkey). From a previous game I had acquired a healthy suspicion of Dawson-- a very healthy suspicion. I agreed to meet with him nonetheless. Yarchek (Austria) was unable to make the meeting, but gave me his proxy to represent him diplomatically. He was a novice player who throughout the game depended on my advice and suggestions.

The meeting was a farce. Germany and Turkey wanted an immediate attack on Russia, but they wanted me to initiate it and themselves to come in later. Also, when the subject of non-aggression assurances came up, they wanted ridiculous things (German occupation of the North Sea, which they insisted was purely defensive and could not be a threat to me-- ??!!) I was willing to attack Russia, but wanted G-T to start the attack as a sign of good faith and since they started out closer to him. After arguing about it, we agreed to put it to a vote of those present-- France (who had come in late) voted with me, so since I had Austria's portfolio, Dawson's faction was outvoted by 3 to 2. They immediately began scheming to betray me and France, going to Russia (who had initially appeared to me ((and to me)) to be EVERYBODY'S target) for support behind my back. They also told Dorsey that I had pressed for the attack on Russia, and my ally France corroborated this! (Since he had come to the meeting late, he had not heard their entreaties to me to attack Russia, only my entreaties to them, and he was too honest to lie to them). Subsequent meetings of the CEU were the most concentrated orgies of bullshit flinging I have ever experienced, and they reinforced my perception of John Dawson.

It became gradually clear that a huge alliance was growing, prodded by terror of me. (The size of this alliance- 7 players, and their paranoia where I was concerned says something about these people's self-esteem as players.) In spite of original numerical inferiority, we grew rapidly, because of our brilliant strategy and mistakes by our opponents. If France had not been a weak player, prospects would have been very good to gead the greed (or despair) of one of this huge alliance into making him defect. (All their 5-year treaties were elapsing.) The internal conflicts in the opposing alliance (particularly that of India and Transvaal) would rend it asunder. Victory at that point was even money- with one defection our victory would have been assured. We offered full partnership with both Transvaal and India and they (foolishly in the case of Transvaal-- for a good player he sure played all the wrong bets) both declined.

#### THE FINAL ULTIMATE TRUTH ABOUT THE BOGUS INDIAN ORDERS:

By 1903 or 04 I had been having extensive negotiations with India. We had had a good truce and even some cooperation, but he was under great pressure (particularly from China) to attack me. He was quite candid about most of this. His position had reached a turning point and he could attack either Turkey and Transvaal or me. I showed him a plan guaranteeing him maximum builds for 3-4 years if he attacked T&T but he vacillated. I held out for continued neutrality. Finally the day of the orders, about an hour before they were due, he told me that Newman ((sic)) was writing his orders

(but they were not to be construed as an attack on me- ??) I knew that this meant hostilities. I tried to think of a way out. I could not think of anything that had any chance of working but I conceived the idea of bogus orders in order to create confusion (I hoped). I knew that it could not possibly work. I did it. It worked. Warren identified the bogus orders as his and they were accepted. I told Yarcheck about it just after I did it and we were both greatly amused-- when it worked we were astounded.

I did not and do not regard this as an illicit act. I see it as throwing sand in the face of the enemy. It was done to me (as GM) in a previous Vitro game. The major hemorrhaging which resulted was unwarranted. (Horton condemned me in public but congratulated me-- "Smoooooth!"-- in private.) I do not apologize for it although I apologize to Glen for all the abuse he took from lesser players (abuse to which he should have been immune). It was Warren's mistake- pure and simple. It was not Glen's mistake or misjudgment- he acted according to the rules. It was not a heinous crime on my part. Lord knows that for some people to accuse me of deception is the pot calling the kettle black.

Back to the game-- In 1905 the game changed. France turned on me. This was particularly disheartening because A. Previous to this both he and I had had an excellent chance at victory, and B. because he had taken a position which I had given him (he was going to be the biggest power anyway) and bit the hand that fed him. He could not have hoped to build the empire he did or to maintain it without my assistance. He cut his own throat and mine with it. I hate stupid stabs. With my decline, his decline was assured. Contrary to my "reputation" in this game I dealt consistently in good faith, gave builds to my allies as needed and supported and directed an ally to be bigger than I. I do not blame anyone for turning Doss. I blame Doss for being weak, opportunistic and shortsighted. He was not a worthwhile ally. (The whining to which Dorsey refers was not about what he thinks it was-- it was about the 7 to 3 and 8 to 2 gang-up on my position, the defamation of my character, and the incredibly stupid stab by France, which just plain frustrated me. It proves that no good deed ever goes unpunished.) I knew about the stab in advance but declined to react. I felt that if I was going to be stabbed there was not much point to resisting as I would not be able to win the game, and consistency on my part in supporting an ally even as he attacks me demonstrates my good faith as an ally for all to see. Italy died in the stab. Austria and I were crippled. Germany and Turkey were reprieved.

In 1906 there was a flurry of diplomatic activity as I dismantled my empire and attempted to consolidate my position in Europe. I negotiated new treaties with all the powers who had beset me and they ~~generally~~ agreed that, as I no longer represented a threat to them, they would cooperate in allowing me to oppose France. I left behind one piece each in America, Asia and Africa to get some more builds (as per my agreements). I had been ~~lied~~ to again. Even though I was no longer a threat, Turkey, Transvaal and particularly China pursued me with a vengeance and in spite of their agreements. France attacked my home centers and I was hard-pressed between France and Russia. Dawson called to embroil me in yet more mundane machinations but by this time the bullshit just rolled off.

Germany, when he was in trouble with the Russians in 06, offered to let Russia write his orders, which Dorsey, cut of decorum, refused to do, so, after offering his moves to everyone else, he finally offered them to me. I accepted, but there was little I could do with such a grossly maldeployed force.

Somewhere in 1907 or 1908 I was approached by both Russia and France/ Transvaal (now an alliance). Each wished me to assist them against the other. I agreed to both. I would really side with Russia and attempt to rebuild from behind his lines. I had achieved modest success when I had to leave town for two weeks and left Beki Taylor in charge of my pieces. When I returned I had but one piece and that was not long for this world. Shortly thereafter, my role in this game ended.

Going back a little- bizarrely- At the same time (S01) Dawson was offering to some of us a Central European Union (with an incredible charter) he also offered others an Indo-European Union. ((Maltz apparently thinks this is inherently duplicitous-- I don't, in such a large variant, though it would have shown good faith on Dawson's part to inform each alliance of the other's existence-- as I believe he did.))

Prior to the French stab, we had an enormously viable position with half the board and advancing on some frontiers. We still had superior coordination and strategy, and we had fewer players to defect (one very weak one however). Also, our treaty was game-long, not 5 years.

"Independence" and morality have no meaning in this game-- only success and credibility.

I find Russia's evaluation of other players to be a little generous.

P.S. Mark Asa did not play in this game but he deserves special mention as an incredible ASS-HOLE unsurpassed in my experience. He slunk around asking about the progress of the game and was visibly gleeful whenever he thought I might be in trouble. Other times he was completely uninterested.

FINAL COMMENTARY FROM THE GM: Well, that's some of the more interesting sophistry-to-justify-GM-deception I've seen. Essentially, my reaction to the fact that it was tried (and succeeded) was anger at the injustice of it, even though from a legalistic viewpoint I had to refuse to reverse the ruling as I stated it. Maltz's post-game confession raises some interesting questions, however: Since there was a prize fund, if Maltz had won, should I have refused to award him the money? Would the fact that he confessed voluntarily have any effect on that question? Actually, the existence of the prize fund is not crucial: one assumes that the players have some interest intrinsically in the outcome of the game, and that the GM passionately desires to keep things honest. I tried to explain to Maltz that there was a very large difference between players-deceiving-players (as, for example, sending a note to a player claiming to be from someone else) and players-deceiving-the-GM, who must by definition be strictly neutral. He pleaded inexperience at playing games with a GM, but that still strikes me as a disingenuous argument. I also pointed out that, even if one considered there to be nothing wrong ethically with the practice, it poses immense problems for the GM if he doesn't forbid it and impose penalties. For, if anyone can file false orders with impunity, the GM will have to wade through an incredible mass of bogus orders every turn and confirm with each player which set is his. Shades of the Succedaneum variant. Anyway, I'd very much appreciate comment from seasoned Dip players on this.

(cont. from page 2) How is Sara doing? I imagine that it's pretty hard for Beki to look for a job, and take care of Sara at the same time. Peter wants me to point out the fact that if you were living in a Communist country, you'd have no trouble getting a babysitter. (the State raises your kids for you - how nice -PT)

I can't think of anything else to say, so Heeeeeeeers Peter .....

National Review is entertaining, but I don't understand their love affair with Phyllis Schlafly. I can understand being opposed to the ERA for pragmatic reasons (the historic irresponsibility of the Supreme Court), but I don't understand the degree to which its defeat brings them pleasure. F. A. von Hayek's book The Road to Serfdom is referred to by both Milton and David Friedman, and it goes into the importance of the rule of law rather than putting up with any old thing that unelected officials decide is "just" on a particular day. He also emphasizes the point (never stated in USA political rhetoric) that liberty, justice, and democracy are three completely different concepts, which are frequently incompatible.

But I digress. It's really remarkable that the views expressed in NR are so consistently stereotype "conservative." It's almost as if NR defines "conservatism," or if its editors systematically search out well-meaning fools, poll them, and (following Heinlein) take antagonistic positions. The latter explanation has the advantage of explaining why NR's views sometimes differ from mine - even fools are right some of the time.

(just kidding - be sure to tell the students I was kidding)

I started to read a book by Ayn Rand, but I didn't get very far. She seems to have ~~one~~ one good point: philosophy is worthless. She then proceeds to play with her own brand of philosophy, which strikes me as equally worthless. Her pretensions of "objectivism" seem very shallow to me. She leveled some well-deserved abuse at the Marxists, but I don't think her classification of people as Attilas and Witch-doctors is very useful. One other point (more a restatement of the other) is that civilization has been betrayed by the "intellectuals," particularly since the industrial revolution. She spoke particularly ill of Nietzsche. I figure anyone who has offended as many people as Nietzsche has, has got to have something on the ball, so I tried to get through one of his books, too, and failed again. Perhaps much of Mencken's enthusiasm for him is merely due to his unpopularity, although ~~him~~ is non-egalitarian. Nietzsche's writing style is very pretty, but if he had anything to say that I agree with, it got lost in the metaphors. Two possible points I'm aware of: ideally, one should be kind to people because one wants to be kind, not out of fear of postmortem revenge, and second, ~~in~~ rather than elevating fools and knaves to positions of respect, they should serve their betters, so that at least some good comes out of them. I should also mention the doctrine that Christianity is a slave religion, not befitting a civilized people. His notion of utopia includes slavery, and he shares the liberal/conservative lack of restraint on the use of force.

The flat tax idea seems to have suddenly become thinkable. It is still held to be unspeakably evil by all right-thinking people, but it has reared its ugly ~~xx~~ head, repeatedly, and not been struck down by the masses. I am reminded of a report (where was it?) of China's education problems - children were having trouble with such basic questions as "what's so bad about capitalism?" Similar questions are being asked in the USA about a flat tax. Some of the answers are born of ignorance, but there are three of greater amusement. The most serious one is that (GASP) is it a repudiation of what Mencken calls the philosophy of envy, in favor of the pagan doctrine that rich people should be allowed to go around pretending to be as good as anybody else, the equal rights heresy. The second objection is that then people wouldn't give as much money to charity. If that's true (probably not - they would no longer feel that they made their donation on April 15th), despite their having more money to spend, it could easily be rectified by having Uncle Sugar provide matching (possibly weighted) funds to registered charities, as is now done to support public television. The most serious objection (in my tastefully humble opinion) is the tremendous unemployment it would create among tax accountants. Karen agrees, and notes the decrease in political power and employment opportunities this would provide the IRS, which organization will be enthusiastic to testify at congressional flat tax hearings. I, in my naivety, had supposed that the IRS would approve of its work being simplified.

Do you know anything about the Hamilton/Jefferson ~~un~~controversy? I had Jefferson pegged as the good guy, but another Hayek book I was reading had an essay painting Hamilton as the hero, as the non-~~xx~~ egalitarian, thinking that only landowners should vote. My favorite anti-egalitarian scheme is to weight each person's vote in proportion to how much he pays in federal taxes. A reading test would be nice, too.

Did I ever show you that C.S. Lewis poem about Marxism, The Genuine Article? Trudeau reminds me of it, as does Jasper. I was thinking of getting Jasper a gift subscription to NR, but somehow it seems like it would be lost on him. Next Thursday I intend to go uptown and look at some Libertarian propaganda.

Why don't you say something stupid about how wonderful isolationism is, so I can make fun of you? It would make my letters much more interesting.

Yours,

Pete

Karen (I do not assume

responsibility for opinions expressed by persons  
other than myself.)

or <sup>writing</sup>  
errors

• Pete Taylor again, 9-14-82 (the previous letter was written last summer):

Work has been a real turn-off. We've been working on an extremely silly Space Operations Center design, primarily due to stubbornness on the part of my section chief. If a space station is ever built by the U.S. government, it won't look anything like this one. Fortunately, the ~~sends~~ of time...this week, or certainly by the end of next week...

Johnson Space Center is hoping to come up with a plausible-sounding reason, within a year, for why the space station ought to be manned. If it's initially unmanned, Marshall Space Flight Center will probably get most of the big marbles. By "manned," I mean capable of being continuously manned, i.e., without a space shuttle orbiter being present. A "manned" Space Operations Center (SOC) is like an unmanned SOC, only more so; an undetermined increase in the initial cost will buy an undetermined decrease in the costs of doing things in space that we aren't doing anyway. There's no money for a fifth orbiter, but there might be for building something that we don't know how to take advantage of because we didn't fly enough experiments, partly for lack of orbiters and partly because all the research money was diverted to the something we don't know how to take advantage of.

But this is all academic. If the money is not spent, it doesn't matter which project it isn't spent on. A few points worth nothing are: 1. The U.S. government is reducing its importance as a launcher of commercial satellites by default. Too many payloads, not enough orbiters. The French just lost Ariane IV, and don't seem to be serious about the whole thing, economically. (socialism?) Capitalism seems to be edging its way in with OTRAG (where are they now?) and SSI (the good guys). ((OTRAG, a German rocket consortium, was kicked out of Zaire in the late 1970's by a Soviet-backed incursion which seems to have had OTRAG's expulsion as one of its raisons d'être.))

2. By the time the SOC gets built (10 years?), we'll be "ready" for it. I am inclined to agree. SOC is the "logical next step," we all agree, although we don't seem to know where we're going. The SOC, like the shuttle, is not an end in itself, but an attempt to reduce costs.

3. The main point is, who pays for it? There is definitely some extensibility associated with the space program, much of it aesthetic ((Oh, you mean Michener and his ilk?)), but I have never seen a serious attempt to quantify this. ((Talk to L-5 Society or the Viking Fund, which has contributed five figures so far to analyze the Viking Lander data.)) There is also the method of payment. The current method is for the gov't to foot the bill, then try to sell services to recover as much as possible. My pet scheme is for the gov't to guarantee to buy services (such as power, life support, etc.), if available at or below a publicized price, in announced quantities, at predetermined times. NASA should still do research on whatever seems interesting, and develop an occasional gadget, but I'd like to get it out of the business of defining detailed requirements and doing project management. My desire to see this is largely due to a proposed requirement for each pressurized module to have two exits, which I think is political, and geometrically nasty. It might not make any difference how the thing is financed, and there may be good reasons I haven't thought of why the first SOC should be government-owned.

To my observation, there are two things wrong with the Libertarian Party. The first is its name. ((Why? Suggest alternatives.)) The other is an alleged professor of economics, Murray Rothbard. This fellow edits several magazines, and seems to be the head counter of dancing angels on pins. His goals in life seem to be, 1. giving H.L. Mencken a bad name by imitating his style (poorly) and bragging about it, 2. making it impossible for a rational person (pardon the expression) to take libertarianism seriously, 3. bringing disgrace to his profession. He seems to think that Brezhnev is really a nice guy and would be a libertarian if the nasty U.S. gov't stopped putting so much military pressure on him...

And Pete Taylor yet again, November 1982:

...we are considering buying a computer, but I'm not in any great hurry. I am also interested in subverting the League of Women Voters, which looks like a lot of work. Their attitudes are just WRONG. People who have healthy attitudes towards politics generally don't want to have anything to do with it. If I were smart, I'd probably spend my time building an airplane from a kit. Unfortunately, where would I put it? We're living in an apartment!

Politics: a plurality of Texans just voted straight Democratic. In addition to that fact, most of the (considerable) Republican money spent here was spent plugging the theme that "my (Democratic) opponent says he's a conservative, but he's really a liberal!" Based on the sophistification of their ads, the Republicans deserved what they got. Unfortunately for the libertarians, the elections were often fairly close, and there were relatively few protest votes. However, after talking to an anarchist and reading what some of the Libertarian candidates said in the L.W.V. voters' guide, I have come to the conclusion that the L.P. also deserved what it got. ((Yes, but do you deserve what we got- Democrats?)) As long as the L.P. is dominated by anarchists, it will never have a major impact on U.S.A. politics. But I pontificate... Suffice it to say that the L.P. also needs to be subverted. This is more difficult than subverting the L.W.V.; members of the L.W.V. may be gullible, but they are not degotic. Any ideas?

((Speaking of NASA, I read in an issue of ASTRONOMY from about a year ago (the last one I've received) that the 3% of its budget devoted to planetary probes was in danger of being cut, and the Voyager craft might actually swing past Uranus and Neptune without anyone on Earth receiving data from them. If true, this would be a colossal tragedy. Some hard-line libertarians object strongly to tax money being spent on anything, including space; but I don't mind the 1% of my tax dollar which goes to the space program, which has returned its investment manyfold, as opposed to, say, the CIA. Whatever came of that, I was really impressed by the fact that the mass media completely ignored the issue; their priorities are really fucked.))

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